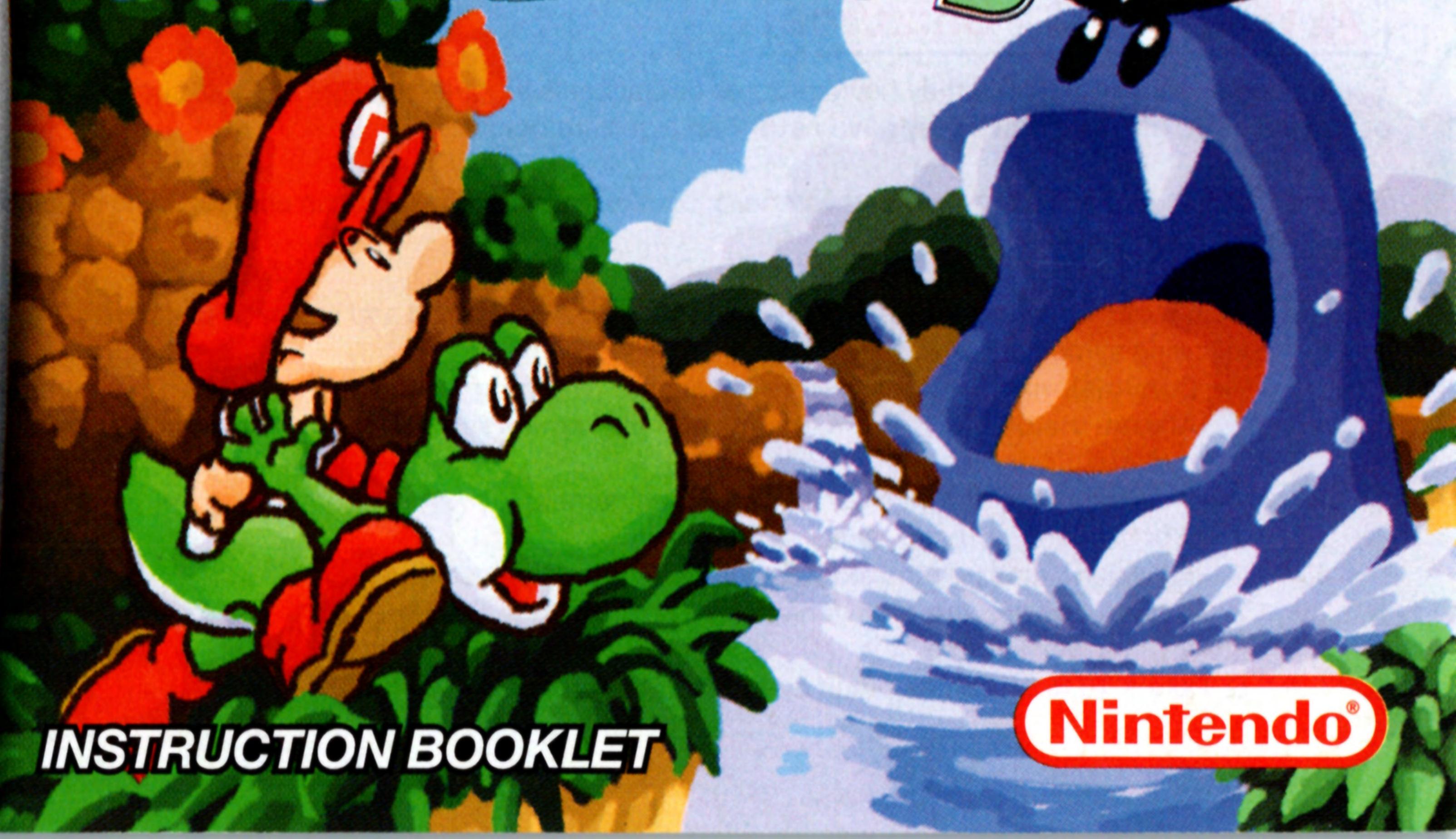


AGB-A3AE-USA

GAME BOY ADVANCE
GAME BOY® ADVANCE

YOSHI'S ISLAND™

SUPER MARIO ADVANCE 3



INSTRUCTION BOOKLET

Nintendo®

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®

NEED HELP PLAYING A GAME?

You can visit our web site at www.nintendo.com for game play assistance.

*For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529
This may be a long distance call, so please ask permission from whomever pays the phone bill.*

Rather talk with a game counselor?

1-900-288-0707

U.S. \$1.50 per minute

1-900-451-4400

Canada \$2.00 per minute

MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under age 18 need to obtain parental permission to call. (Prices subject to change)



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**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**



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• Yoshi's Island is a single-player game.

Mario Bros.®

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- Mario Bros. Battle is for two to four players.
- Mario Bros. Classic is for one to four players.

Shared Controls

• Resetting the Game

Press and hold START, SELECT, and the A and B Buttons simultaneously to reset the game at any time.

• Erasing Game Data

Press and hold START, SELECT, and the A, B, L and R Buttons simultaneously to erase all game data. To erase your data, choose "Yes" on the screen that appears after pressing the buttons. However, if you erase all data, all of your progress will be lost and cannot be recovered, so be careful when choosing to erase data.

Single-Pak Linking Instructions

Here's all of the information you need to link multiple Game Boy Advance systems using one Yoshi's Island: Super Mario Advance 3 Game Pak.

Necessary Equipment

- Game Boy Advance systems: *One system per player*
- Yoshi's Island: Super Mario Advance 3 Game Paks: *One*
- Game Boy Advance Game Link® cables (sold separately):
Two players, one cable
Three players, two cables
Four players, three cables

Linking Instructions

1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Yoshi's Island: Super Mario Advance 3 Game Pak into Player 1's Game Pak slot.

2. Connect the Game Link cables.
3. Insert the Game Link cables into the External Extension Connectors (EXT), making sure to insert the small, purple connector into Player 1's game system and the large, gray connectors into the other game systems.
4. Turn each system's Power Switch ON.
5. Now, follow the controller instructions on page 32.

*When playing with only two or three players, do not connect any game systems that will not be used.

Consult the picture to your right when connecting Game Link cables to Game Boy Advance game systems. Note: the Game Pak goes into Player 1's game system. The Game Link cable's small connector is purple, and the large one is gray.

Single-Pak Link

Troubleshooting

You may be unable to transfer game data or you may experience malfunctions in any of the following situations:

- When you are using any cables other than Game Boy Advance Game Link cables.
- When any Game Link cable is not fully inserted into any game system.
- When any Game Link cable is removed during the transfer of data.
- When any Game Link cable is incorrectly connected to any game system.
- When the Yoshi's Island: Super Mario Advance 3 Game Pak is inserted into any system other than Player 1's Game Boy Advance.
- When more than four Game Boy Advance game systems are linked.



Multi-Pak Linking Instructions

Here's all of the information you need to link multiple Game Boy Advance game systems using multiple Yoshi's Island: Super Mario Advance 3 Game Paks.

Necessary Equipment

- Game Boy Advance game systems: *One game system per player*
- Yoshi's Island: Super Mario Advance 3 or Super Mario Advance Game Paks: *One Game Pak per player*
- Game Boy Advance Game Link cables:
Two players, one cable
Three players, two cables
Four players, three cables

Linking Instructions

1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Yoshi's Island: Super Mario Advance 3 Game Paks into the individual Game Pak slots.

2. Connect the Game Link cables and plug them into the External Extension Connector (EXT) on each of the game systems.
3. Turn each system's Power Switch ON.
4. Now, follow the controller instructions on page 40.
 - *When playing with only two or three players, do not connect any game systems that will not be used.
 - *Whoever plugs the small, purple connector into his or her Game Boy Advance will be Player 1.

Consult the picture to your right when connecting Game Link cables to Game Boy Advance game systems. Note: the small Game Link cable connector is purple, and the large one is gray.

Multi-Pak Link

Troubleshooting

You may be unable to transfer game data or you may experience malfunctions in any of the following situations:

- When you are using any cables other than Game Boy Advance Game Link cables.
- When any Game Link cable is not fully inserted into any game system.
- When any Game Link cable is removed during the transfer of data.
- When any Game Link cable is incorrectly connected to any game system.
- When more than four Game Boy Advance game systems are linked.



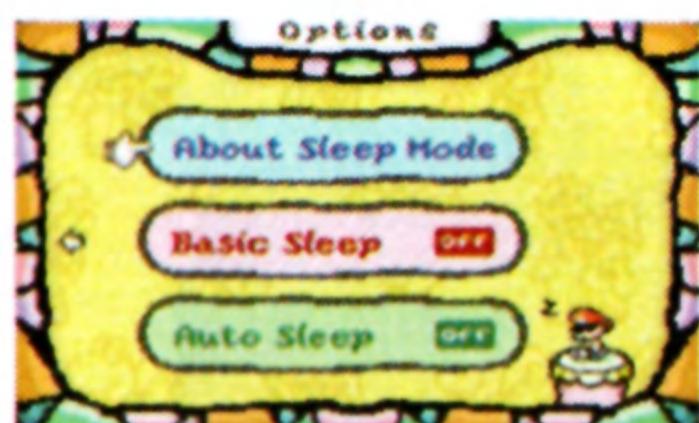
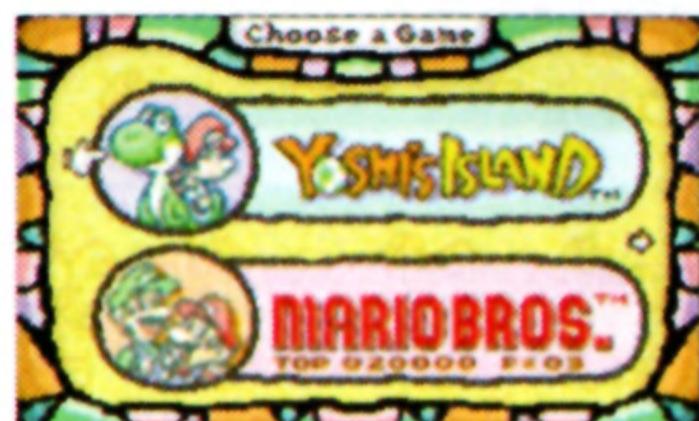


Using Sleep Mode

This game features Sleep Mode. Sleep Mode is a special battery-conserving mode that allows you to leave your Game Boy Advance turned on without displaying anything on-screen. You can pause your game, put it in Sleep Mode, and later resume playing from exactly where you paused.

1

Option Screen Settings

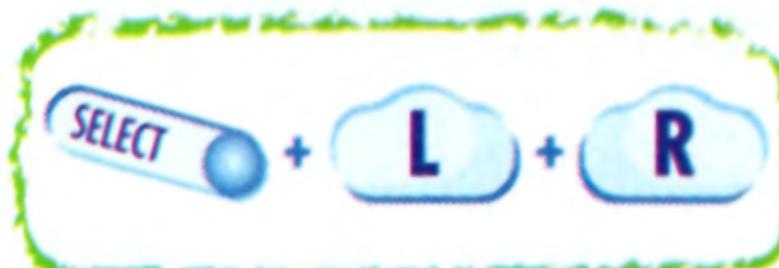


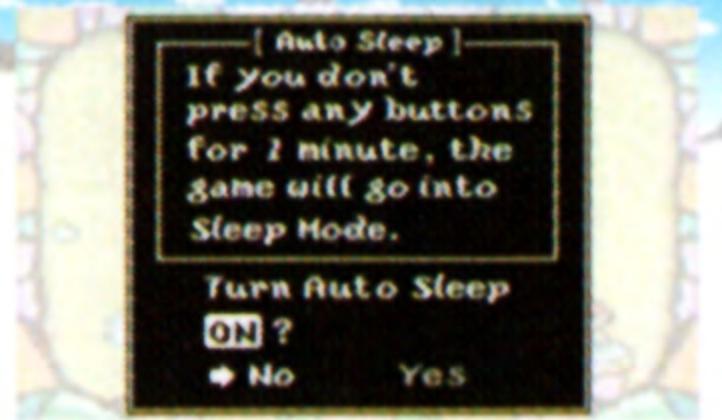
About Sleep Mode

To deactivate Sleep Mode, simultaneously press and hold SELECT and the L and R Buttons.

Basic Sleep Mode

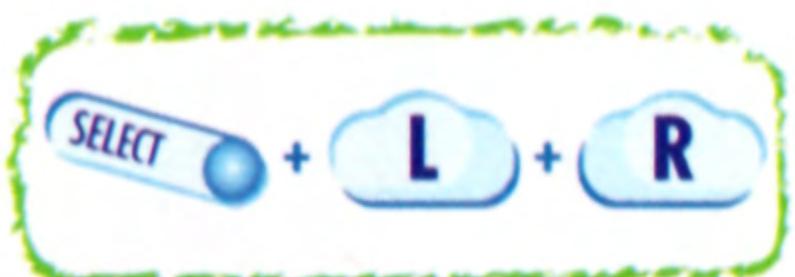
Turning Basic Sleep ON allows you to activate Sleep Mode by pressing and holding SELECT and the L and R Buttons. Press Left or Right on the + Control Pad to choose a setting, then press the A Button to confirm.





Auto Sleep Mode

Turn Auto Sleep ON to automatically activate Sleep Mode if you do not press any buttons for one minute. Press Left or Right on the + Control Pad to choose a setting, then press the A Button to confirm.



Both Basic and Auto Sleep can be deactivated by simultaneously pressing and holding SELECT and the L and R Buttons.

2

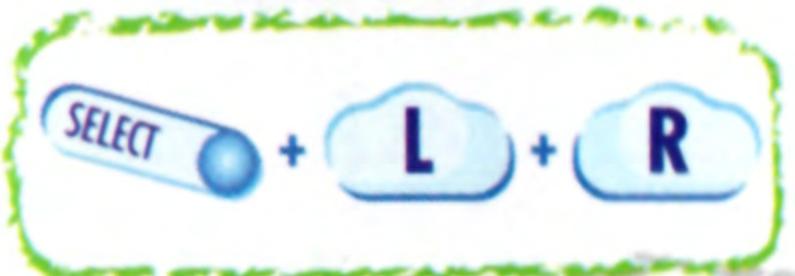
Pause Screen Activation



It is possible to activate Sleep Mode from the pause screen in Yoshi's Island. Press START while playing to view the pause screen. Use the + Control Pad to select Sleep, then press the A Button. Confirm whether or not you want to activate Sleep Mode and press the A Button to confirm.



To deactivate Sleep Mode, simultaneously press and hold SELECT and the L and R Buttons. Then choose Continue and press START or the A or B Button to continue playing.



Note: Even when the game is in Sleep Mode, it still uses battery power. Take care to make sure your batteries don't run out.

YOSHI'S ISLAND





Our Story

This is a story about Baby Mario and Yoshi...
A story that took place a long, long time ago.

A stork hurries across the dusky, pre-dawn sky. In his bill, he carries a pair of brothers. Suddenly, a shadow appears in a gap between the clouds and races toward the stork with blinding speed.



**“SCRREEECH!!!
THE BABIES ARE MINE!”**

Snatching only one baby, the creature vanishes into the darkness from whence it came.

The second baby falls undetected toward the open sea...

OH, NO...!



The kidnapper is Kamek, an evil Magikoopa from the Koopa Kingdom. Having divined that two babies born this morning would bring disaster to the Koopa family, he has arranged for an early-morning ambush. Returning to his castle, Kamek realizes that he missed the other baby. He orders his toadies to retrieve it.



Go forth and find the
other baby!! Don't let
his parents get him
back! Ever!!

But the second baby does not fall into the sea after all...it lands safely on Yoshi's back! And right after that, a map falls from the sky!!

This paradise is Yoshi's Island. And on this island live lots of different Yoshis. These Yoshis are naturally laid-back and relaxed, but the baby's arrival is a calamity, and everyone goes into a state of panic. As the Yoshis frantically yell over each other, the baby insistently points at something.



Yes! The baby can sense his brother's location. All the Yoshis quickly agree to help carry the baby to its destination by using a relay system not unlike the old pony express. The Green Yoshi draws first honors. With the young baby on his back, he sets out in the direction the baby is pointing...



Controls

+ Control Pad

- Move
- Enter doors
- Enter overhead pipes
- Duck
- Enter pipes underfoot
- Scroll around screen

START

Pause the game and view the pause screen. (See page 22 for details.)

L Button

L

Lock Cursor

Press to lock the aiming cursor when throwing eggs.
(Press a second time to unlock the cursor.)



SELECT

SELECT

View the status screen. (See page 30 for details.)



R Button R

Throw Eggs

Press once to activate the aiming cursor.

(Press Down on the + Control Pad to deactivate it.)



Patient Style: Press the R Button a second time to throw an egg.

Hasty Style: Release the R Button to throw an egg.



B Button B

Stick Tongue Out (Eat)

Press Up on the + Control Pad to aim up!

After grabbing an enemy...

Make Eggs

Press Down on the + Control Pad to lay an egg.



Spit Out

Press the B Button again to spit out the enemy.



Special Attack

If Yoshi has grabbed a watermelon, he can do a special attack. (See page 26 for details.)

A Button A

Jump

Press and hold the A Button to float in the air briefly.



Ground Pound

While in the air, press Down on the + Control Pad to pound the ground!

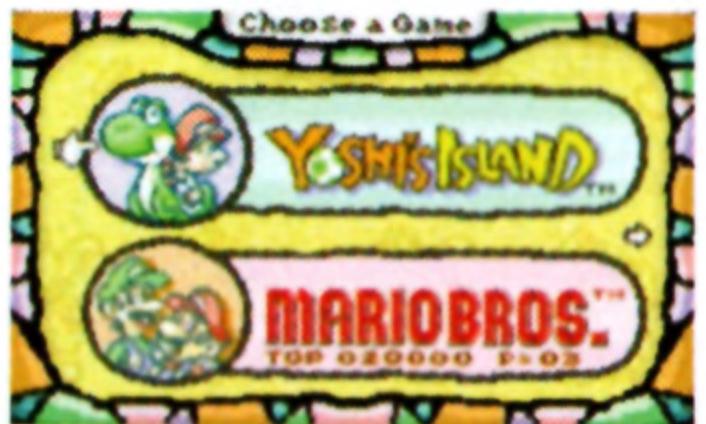




Getting Started

1

Get Ready to Play!



Insert your Game Pak into your Game Boy Advance and turn the power ON. On the title screen, choose One-Player Game and press START. On the game-select screen, choose Yoshi's Island.

Yoshi's Island is a one-player game.

2

Choose a File



Press START on the Yoshi's Island title screen to view the File Menu. Use the + Control Pad to choose a file and press the A Button to confirm. (The B Button will return you to the Yoshi's Island title screen.)

This game features an auto-save function. (See page 28 for details.)



Start a new game.



Continue a saved game.



Copy a saved game to an empty save file.

You can't copy data if you don't have any empty files.



Erase saved data.

Once erased, saved data cannot be recovered.



Go back to the previous screen.

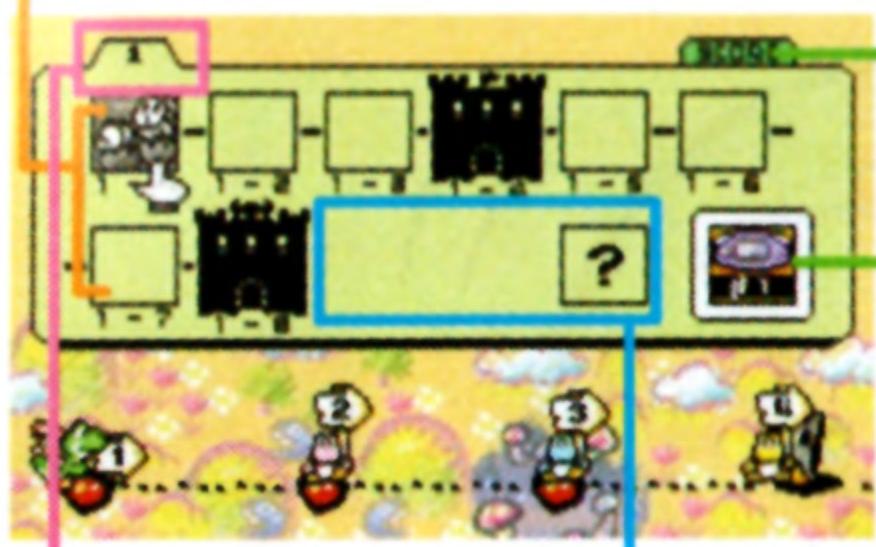
3

The Stage-Select Screen

Yoshi's Island has six worlds, and each world has eight stages. On the stage-select screen, move the cursor to any stage and press the A Button to enter it.

Stages 1-8

Graphics for stages that haven't been cleared appear in black and white. Once a stage is cleared, the graphic appears in color. You can play through stages you've cleared as many times as you like. Enemy bosses await in stages four and eight of each world.



Score

This allows you to see the highest scores for each stage and world.

Aiming Cursor Setting

Choose this to set your egg-throwing target cursor to either the Patient or Hasty style.

Worlds 1-6

Use the + Control Pad to select this tab, then press the A Button to display the stages for the world you've selected.



When you clear certain objectives, panels will appear in this area. You'll just have to wait to see what they are!

Press the L or R Button to scroll around the stage map.



Playing the Game

**1**

Clearing Stages

To clear a stage, jump through the GOAL! ring and hand Baby Mario off to the next Yoshi. Defeat as many enemies and bosses as you can while you try to make your way to the end of each stage.

2

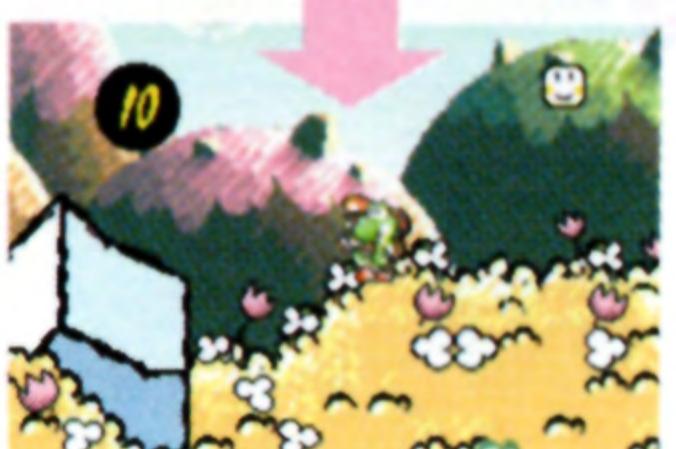
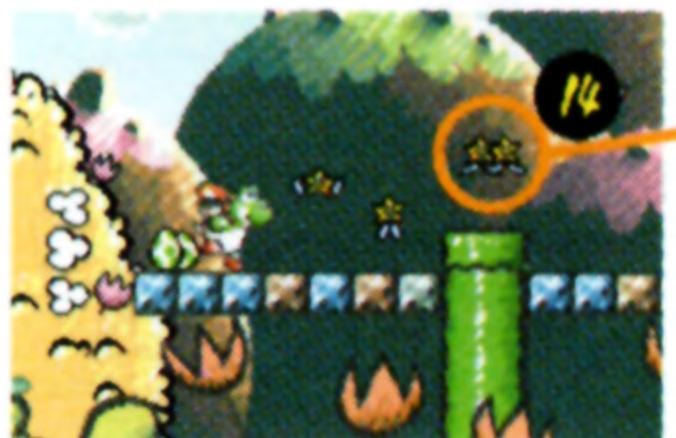
Star Power

When this number reaches zero...



If you get hit by an enemy and take damage, Baby Mario will fall off of Yoshi's back. When this happens, the power of the stars will protect Baby Mario for a short while. A timer appears to show just how long this protection lasts. If the counter reaches zero, Baby Mario will be swept away by Kamek's toadies. Try to get Baby Mario back on Yoshi's back before time runs out!





Stars

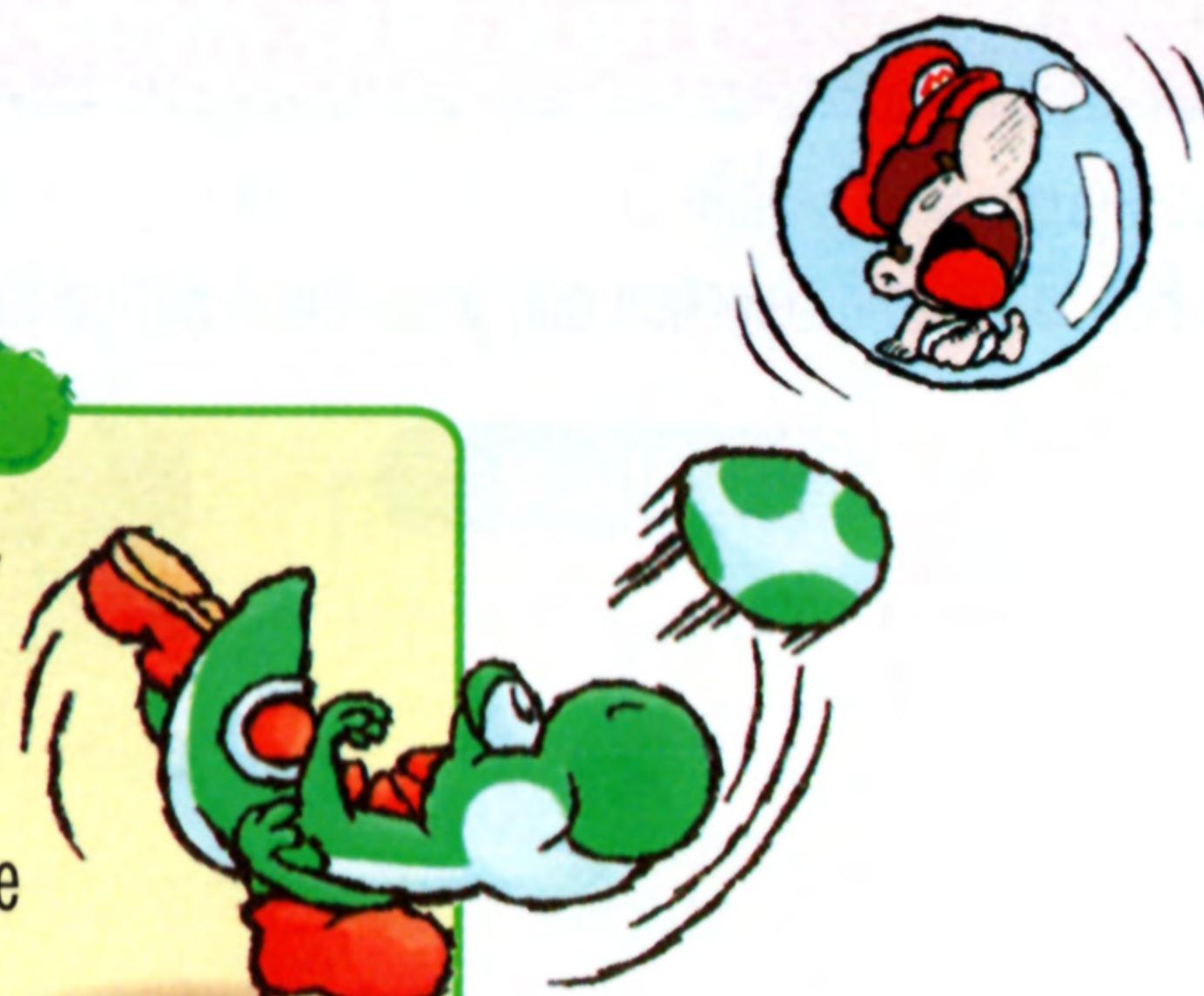


Your star power is at ten
at the start of each stage.

Star power is set to ten whenever you start a stage, but that number goes up by one for each star that Yoshi grabs in the stage. The power can increase to a maximum of 30. Even if you take damage and the number falls, it will automatically be set to ten again after you get Baby Mario back.

Helpful Techniques

If Baby Mario floats too high in the sky for you to grab him, you can hit him with an egg to bring him back down. You can also grab him with your tongue by shooting your tongue upward.



3

The Middle Ring



Midway through each stage is a ring of light called the Middle Ring. Once you get through this ring, you will restart the stage from nearby if you fail before completing the stage. Also, as you pass through it, your star power will rise back to ten.

If you fail and get the Game Over message, you will have to restart the stage from the beginning.



4

The Pause Menu

Anytime you press START while in one of the stages, you can view the pause menu. Use the + Control Pad to make a selection and press the A Button to confirm.

Continue

Continue playing your game.



Return to Map

Leave the stage and return to the stage-select screen to choose a new one. (Stages you haven't cleared won't be displayed.)

Sleep

Pause your game and activate Sleep Mode. To deactivate Sleep Mode, simply press SELECT and the L and R Buttons simultaneously. See page 11 for details about Sleep Mode.

5

Basic Items



Coins

You'll find coins all over the place. Collect 100 of them to get a 1-Up.



Red Coins

There are 20 red coins hidden in each stage. If you get all of them before you reach the goal, it will dramatically affect your score. They also get added to your coin count.



Special Flowers

There are five flowers in each stage. Collect all of them for a 1-Up. Flowers are worth a lot of points.



Eggs (Carry up to Six)

Yoshi can carry up to six eggs at a time. You can swallow enemies to make eggs, or you can get eggs by hitting certain blocks. When you use any egg other than a green one, an item will appear.



Yellow Egg



Coin



Red Egg



Two stars



Flashing Egg



Red coin

6

Switches and Things

There are a number of switches and similar items in the stages. If you can't use them all properly, you may not be able to get through some areas...



Message Blocks

Hit them from below to get helpful hints.



Switches

Step on these to reveal hidden objects and cause other special things to happen.



Winged Clouds

When you hit these with eggs, stars or coins will pop out. Or something else might happen...



Arrow Clouds

When you hit these with eggs, the eggs you throw will ricochet in the direction the arrow is pointing.



Pipes Underfoot



Pipes Overhead

Pipes

When you come across pipes underfoot, press Down on the + Control Pad to enter them. If you happen to find an overhead pipe, press Up on the + Control Pad and the A Button to enter it.



Keys and Doors

Find the key!



In the different stages you may see locked doors with keyholes. Keys for these doors should be hidden somewhere nearby. Find the key, then stand in front of the door and press Up on the + Control Pad to enter it. You can enter normal doors that you find in a stage in the exact same manner.

7

Mini-Battles

When you find a key and enter a locked door, a Mini-Battle might begin. By defeating your enemy in the Mini-Battle, you can win special items or extra lives.



Throwing Balloons

Press the buttons in the order shown on-screen to pass the balloon to your opponent. Whoever is holding the balloon when it bursts loses.



Popping Balloons

Press Down on the + Control Pad while jumping to do Ground Pounds. Pop as many balloons as you can. Whoever finds the ★ first wins.



Spitting Watermelon Seeds

Eat the watermelons and press the B Button to spit out the seeds at your opponent. The first one whose damage meter reaches zero loses.



Gathering Coins

Collect as many of the falling coins as you can within the time limit. Whoever collects the most coins wins.



Yoshi's Abilities

1

Watermelons & Special Attacks

You may find watermelons in some of the stages you explore. They generally come in one of three glorious colors. If Yoshi grabs a watermelon with his tongue, he will shoot out a special power when you press the B Button.



Green Watermelon

Spit Seeds



Red Watermelon

Spit Fire

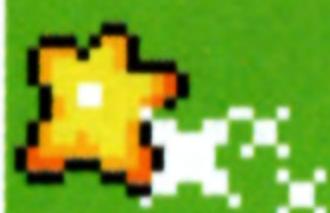


Blue Watermelon

Spit Ice

2

Super Stars & Superstar Mario



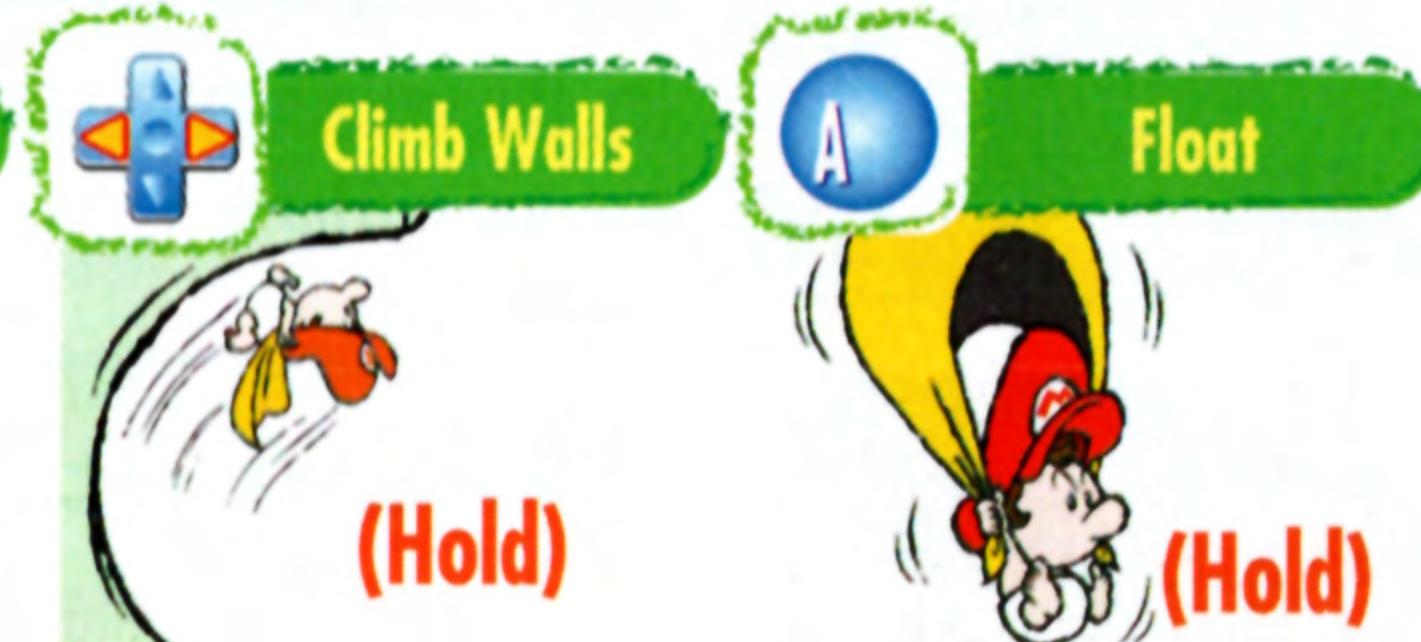
If you grab a Super Star in any of the stages, Baby Mario will power up and become invincible for a while. When he's powered-up, Baby Mario can do a great deal of damage to all enemies. The controls change when you control Baby Mario.



B Dash



Climb Walls



Float

(Hold)

(Hold)

3

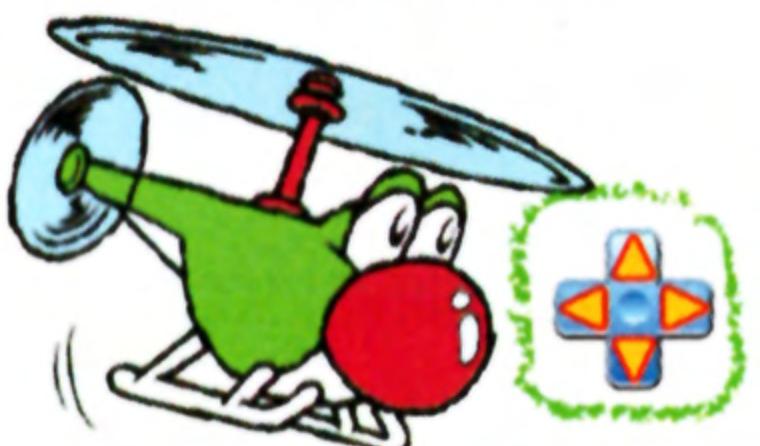
Morph Yoshi



Touch a morph bubble to cause Yoshi to transform briefly into the item in the bubble. Some of these items have special capabilities.

Helicopter

Use the + Control Pad to fly it.



Submarine

Press the A or B Button to shoot a torpedo.



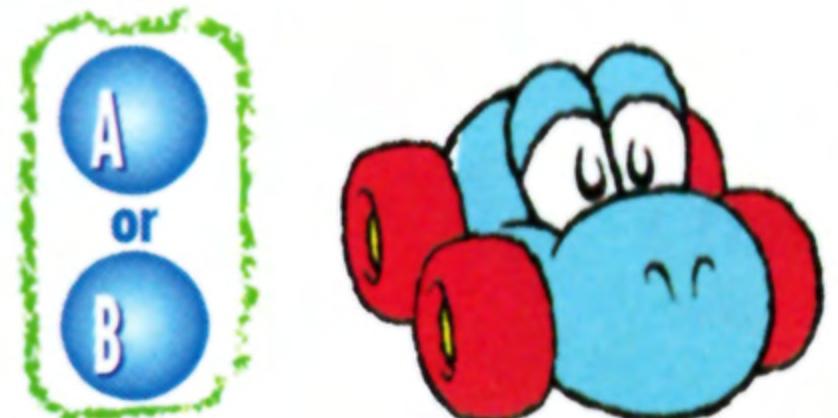
Mole Tank

Use the + Control Pad to drive it.



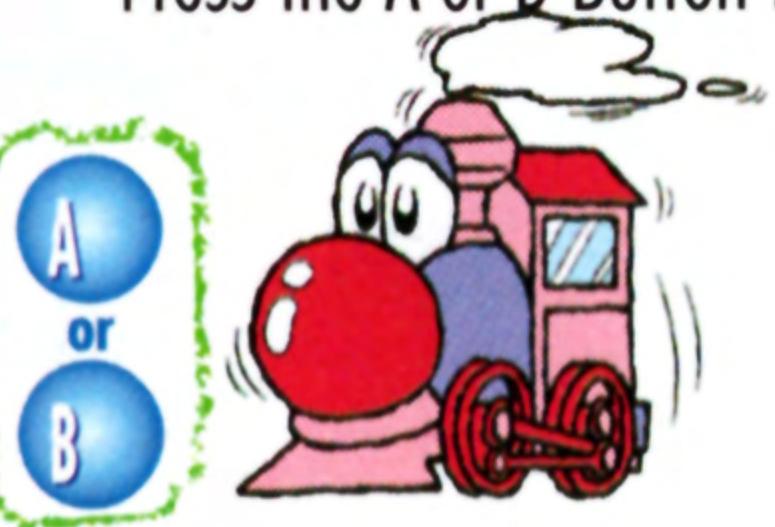
Car

Press the A or B Button to tiptoe.



Train

Press the A or B Button to dash.



Before transforming back into Yoshi, hit the Yoshi block to call Baby Mario to you.



The Goal & Your Score

1

Goals

At the end of every stage is a goal roulette, and if Yoshi can get past it, then the stage will be considered cleared. Cleared stages and scores are automatically saved using the auto-save feature.

2

Scoreboard

Once you reach the goal, a scoreboard will be displayed, and it will tally up your score for that stage. To view your current score midway through a stage, press SELECT to switch to the status screen. (See page 30 for details.)

W1-1 HIGH SCORE	47 pts
★ STARS	19/30 → 19 pts
● COINS	8/20 → 8 pts
✿ FLOWERS	2/5 → 20 pts
TOTAL POINTS	47 pts

Current Score

Highest Score on the Current Stage

Star Power When Reaching
the Goal (30 Max)

Red Coins (20 Max)

Special Flowers (10 points each, 50 Max)

WORLD 1
47 pts
TOTAL POINTS 47 pts

Points on the Listed Stage

Points in the Listed World

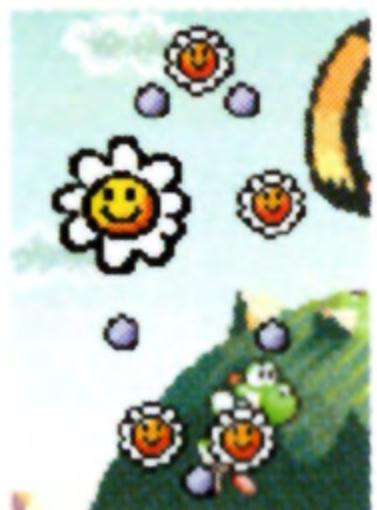
Prizes in the Listed World (5 Max)

Shoot for 100 points!



3

Bonus Challenges



On the goal roulette, there will be one flower space for every flower you found in the stage. If the roulette stops on a flower space, you may receive a special item or a 1-Up, or you may get to play a Bonus Challenge.



Flip Cards



Choose any one card and receive the item shown on the other side. If your card has Kamek on it, you won't receive anything.

Scratch and Match



Rub off any three spots. You'll receive a 1-Up for every Baby Mario face you uncover.

The Slot Machine



Press a button to stop the drum. If you match up pictures, you could get a 1-Up, a 2-Up, or even a 5-Up!

There are other Bonus Challenges for you to look forward to!



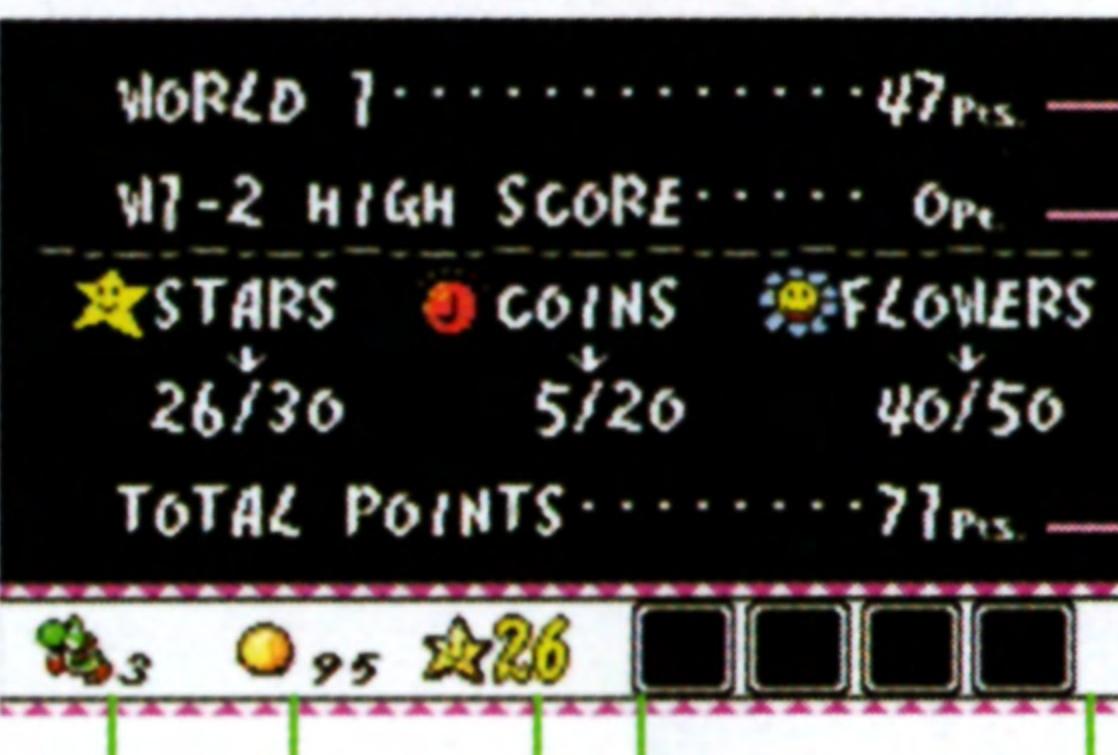
Special Items

1

The Status Screen

Press SELECT while in any stage to view the status screen. Check the status screen when you want to view your current score, or when you need special items. Press SELECT a second time to close the status screen and resume playing.

You can use special items you've earned in Bonus Challenges and Mini-Battles anywhere you like...except in boss battles. To use a special item, select the one you'd like to use on the status screen and press the A Button to use it.



- Total Score in the Current World
- Highest Score in the Current Stage
- Current Score
- Special Items
Up to four are displayed, but you can carry up to 27.

Remaining Yoshis

Current Star Power

Coins Collected

2

Special Items



10-Point Star

Increase your star power by 10.



Winged Cloud Maker

Change all the enemies on the screen into Winged Clouds.



20-Point Star

Increase your star power by 20.



Magnifying Glass

See where all the red coins are in the current stage.



Anytime Egg

Give Yoshi a full supply of six eggs.



Super Green Watermelon

Place a watermelon in Yoshi's mouth, allowing him to spit seeds.



Anywhere POW

Turn all the enemies on the screen into stars.



Super Red Watermelon

Place a red watermelon in Yoshi's mouth, allowing him to breathe fire.



Super Blue Watermelon

Place a blue watermelon in Yoshi's mouth, allowing him to freeze enemies.



MARIO BROS.





Game Select

Before Beginning

One to four people can play Mario Bros. Classic, and two, three, or four players can go head-to-head in Mario Bros. Battle.

Mario Bros. Battle

Single-Pak



- To play Mario Bros. Battle, you need the correct number of Game Link cables and either a single Game Pak or a Game Pak for each player.

• You can use this Game Pak together with Super Mario Advance or Super Mario World: Super Mario Advance 2.

Multi-Pak

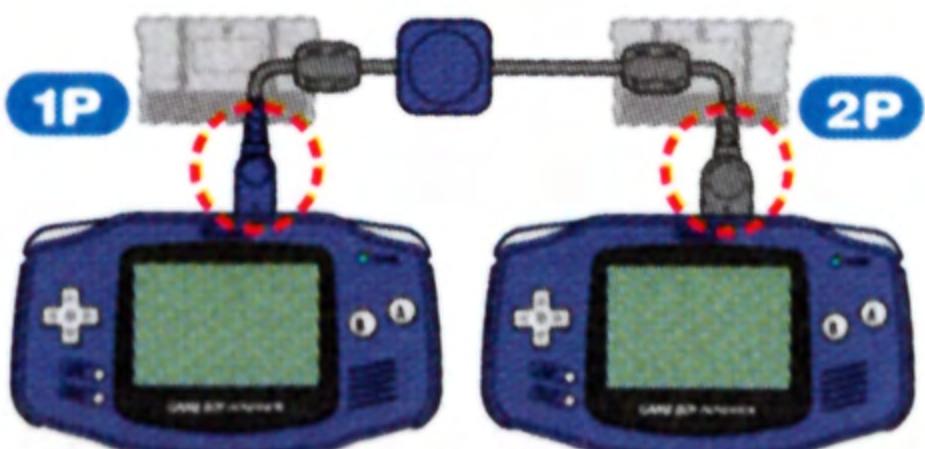


- * Playing with multiple Game Paks means there will be no load time.
- * Game play is identical in both Single-Pak and Multi-Pak Mario Bros. Battle.

Mario Bros. Classic



- If you are playing single-player Mario Bros. Classic, you need only one Game Pak.



- If you are playing Mario Bros. Classic with two or more people, you will need the correct number of Game Link cables and a Game Pak for each player.



Controls



Control Pad

- Move with **◀** and **▶**
- Press **▼** to duck
- Press and hold **▼** to build up energy for a power jump
- Choose time limits

L

Button

- Move the screen up and down (depending on Mario's location)



START

- Pause
- Begin playing



R

Button

- Dash

A

Button

- Jump
- Confirm time-limit selections

B

Button

- Pick up items or rival players
- Dash
- Cancel time-limit selections
(Return to the previous screen)



Mario Bros. Battle

Getting Started

1

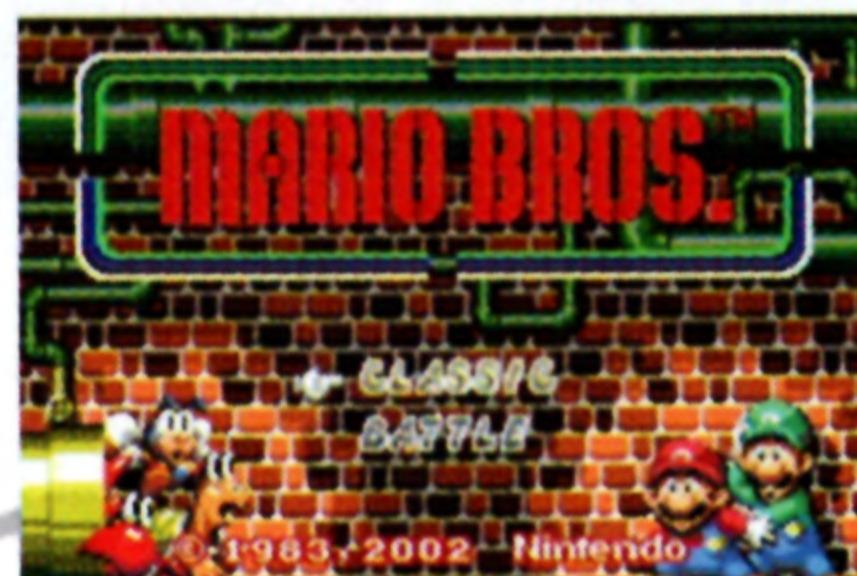
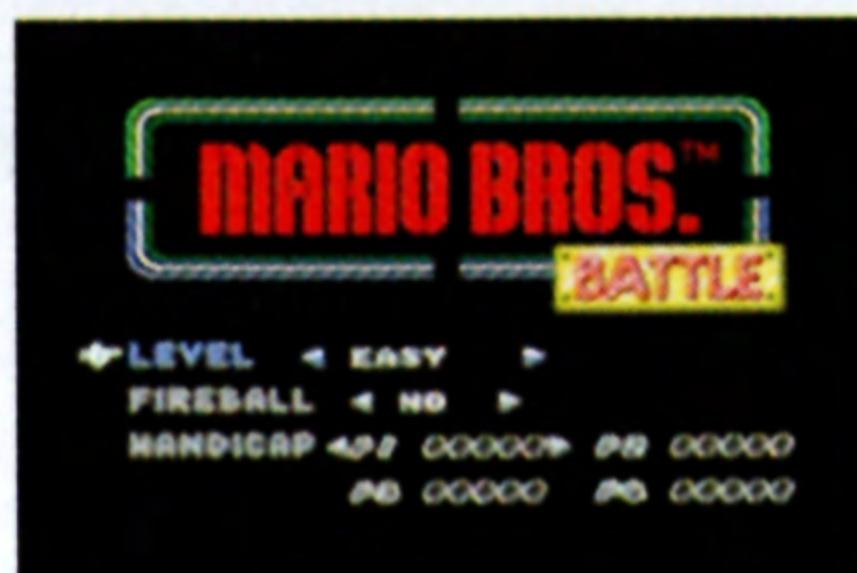
Single-Pak Play

Player 1

(The player with the Game Pak)

- Insert the Game Pak into your Game Boy Advance and turn the Power Switch ON.
- From the title screen, select Multiplayer and press START. The game system will then check the cable connections.
- After this is completed, press START when instructed to on-screen.

- Next, select the game level and set the handicap options (the number of coins each player has at the start of a game). Use ▲ and ▼ to select a menu item and ◀ and ▶ to change settings.
- Player one must press the A Button to send the game settings to the other players' Game Paks.



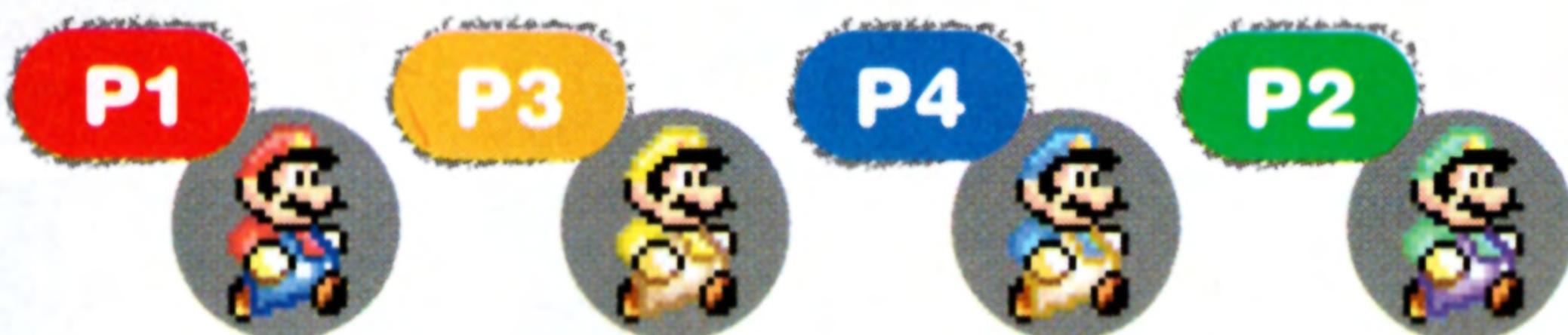
GAME BOY

Nintendo®



- Mario runs across the game screens while game data is being loaded. The loading process is finished when Mario reaches the right sides of the screens.
- When playing with Game Link cables, turn all game system Power Switches OFF before inserting the cables. For more information on linking with the Game Boy Advance Game Link cables, see page 6.

Each player's Mario appears on-screen while the game is loading.
The Mario you see is the color of the Mario you will control in-game.



Other Players

- While Player 1's game system is checking the cable connections, the Game Boy logo appears on all other connected game systems.
- After Player 1 presses START, a flashing Nintendo logo appears on all other connected game systems. This signals that game data is being loaded.



If this error message appears, turn all of the Power Switches OFF, check the cable connections, and begin the game setup again.

Mario Bros. Battle

2

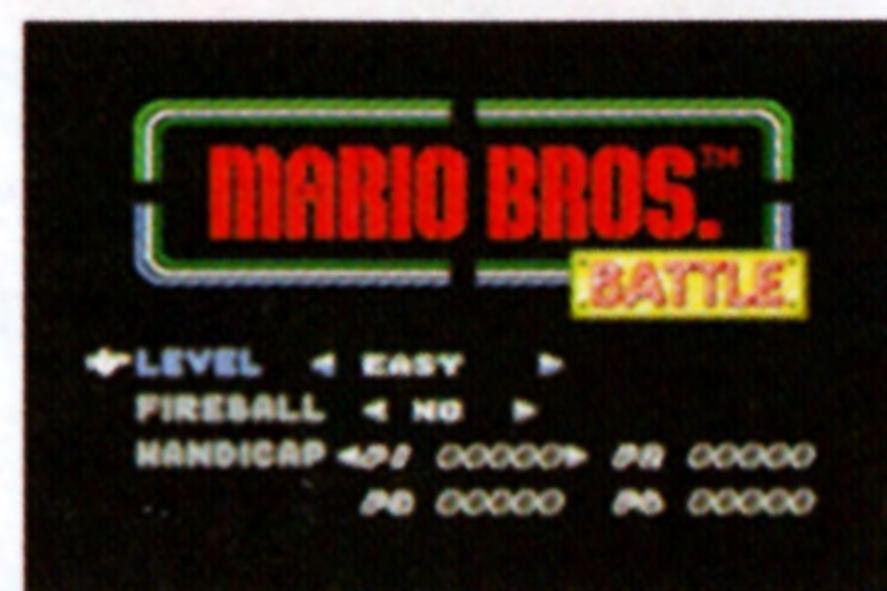
Multi-Pak Battle

Multi-Pak game play is the same as Single-Pak game play, but there are no load times.

Player 1

(The player with the small purple connector inserted into his or her game system)

- Insert the Game Pak into the Game Boy Advance and turn the Power Switch ON.
- On the title screen, select Multiplayer and press START to bring up the Mario Bros. title.
- Press START again to bring up the game-select screen. Choose Battle on this screen.
- Now, select the game level and set handicap options (the number of coins each player has at the start of a game).
- Press ▲ or ▼ to select a menu item and ◀ or ▶ to change settings.
- When you press the A Button, a different-colored Mario will appear for each player. Press START to begin the game.



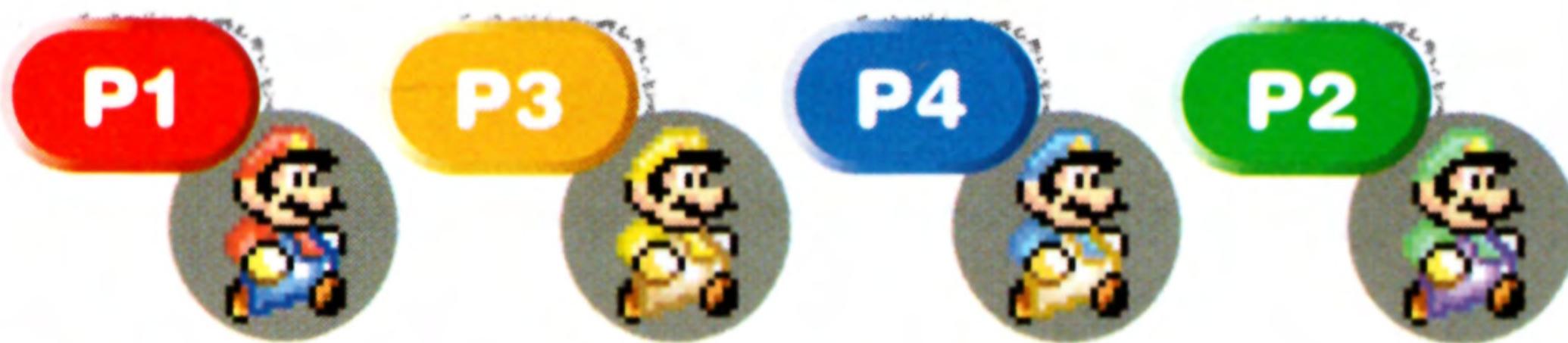
PRESS START



Other Players

- After turning your game systems ON, choose Multiplayer on the title screen. The other players will then wait while Player 1 sets the game up.
- After Player 1 presses START, a different-colored Mario will be displayed for each player. Press START to begin the game.

Each player's Mario appears on-screen while the game is loading.
The Mario you see is the color of the Mario you will control in-game.



When playing with four players, each player appears in this order on-screen.

When playing Multi-Pak Link, make sure all of the Power Switches are turned OFF before inserting the Game Link cable or cables. See page 8 for details.





Mario Bros. Battle

1

Winning

Grab the Coins!

- The first player to collect five coins wins.
- A coin comes out of one of the pipes at the top of the game screen each time an enemy character is defeated. To flip enemies over, jump up and hit the floor beneath them. Once they're on their backs, kick them off the screen to get rid of them.
- If all players but one are knocked out before five coins are collected, then the last player standing is the winner.



Playing the Game

2

Mario Moves

- If you bump your rivals from underneath, they'll be stunned and unable to move for a few seconds.
- If you've been stunned, press the A Button repeatedly to recover.
- Jump on top of a rival Mario and press the B Button to pick him up. Press the B Button again to throw the other player at enemies or even into the garbage can.
- If someone picks you up, press ◀ or ▶ repeatedly to escape.
- You can jump up and hit the bottom of the POW Block to stun all of your rivals at once. Pick up and carry the POW Block by jumping on top of it and pressing the B Button.



Game Screen

1

Check the Game Screen

Game Play

The number of coins collected by each player is displayed during game play

- If you press START during game play and choose Try Again, the game will begin again from round one.

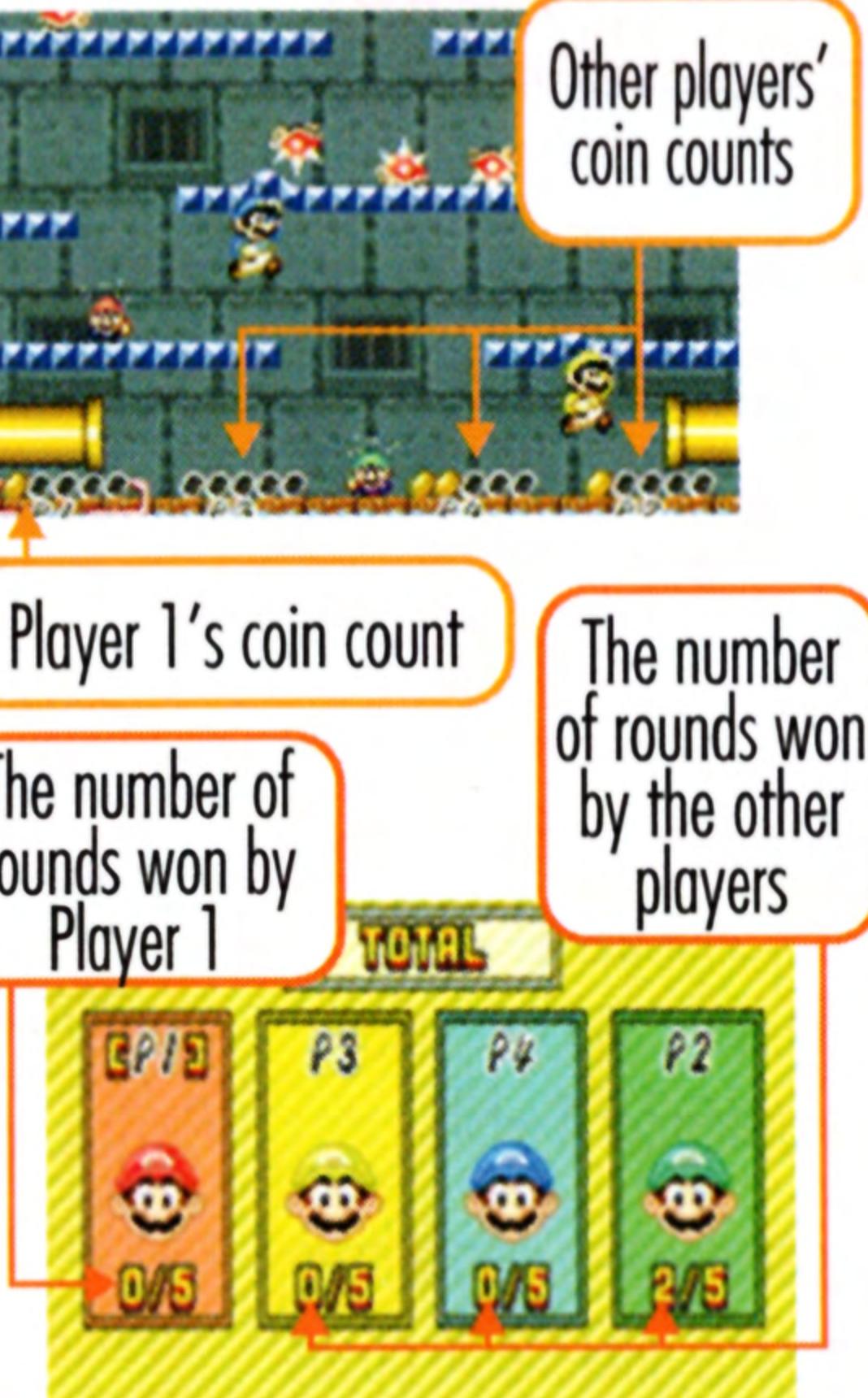
After a Round

"You Win" or "You Lose" appears after each round.

Total Results

The total number of victories for each player appears between rounds.

- Press START on this screen to begin the next battle.
- The first player to win five rounds wins the game.



Mario Bros. Battle

2

Enemy Profiles

Spinys



These are the first enemies you'll meet. You just flip them over and then kick them off the screen. Be careful, though—they'll get back up after a few seconds, and they'll be faster than before.

Fireballs



If your timing is good, you'll be able to hit the floor beneath them just as they land to put them out of action.

Freezys



If you don't knock these guys out quick, they'll freeze the floors and send you sliding away.

Fighter Flies



Fighter Flies can be stunned only when they land on the floor. Good timing is essential to getting rid of these flying pests.

Crabs



Crabs are pretty tough customers, so you'll need to bump them twice to stun them. They're a lot faster than the Spinys, too.





Mario Bros. Battle

Using the Garbage Can

1

Use It Well, and Use It Often



When you are playing Two-Player Vs., a garbage can rests on the bottom level in the game. Use it well, for it can sometimes be the key to victory.



- If you pick up your rival and carry him or her to the garbage can, the lid will open and you can throw that player inside. It will automatically close and keep that opponent out of action for a while.
- If you're in the garbage can, you'll have to wait a few seconds until the lid opens again. When it opens, jump out and rejoin the game.

- Being trapped in the garbage gives your rivals a chance to grab some coins, but you'll receive a special item that might help you turn the tables on them!
- If your opponent is standing on top of the can and you're trapped inside, use the Super Jump to knock him or her off and escape.
- You will receive a random item when you jump or are thrown into the garbage can.
- **The garbage can holds four different types of items. One of these, the egg, contains one of three additional items. You never know what you'll get, so don't forget the garbage can when planning your game strategy.**



Koopa Shells

These shells damage anything they hit. You need to throw them or kick them to send them sliding away.



POW Blocks

POW Blocks stun all of the enemies on-screen and shrink any rival players when you toss them onto the ground.



Fish Skeletons

These are useless, and they smell funny. Throw them away.



Eggs

● Coins

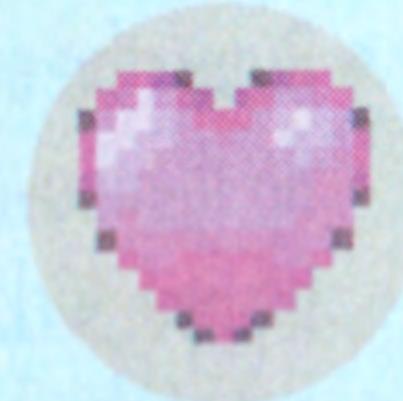


If you're really lucky, your egg will contain a coin.

● Starmen



Starmen make you temporarily invincible.



Hearts turn you into Super Mario!



Mario Bros. Classic

Playing the Game

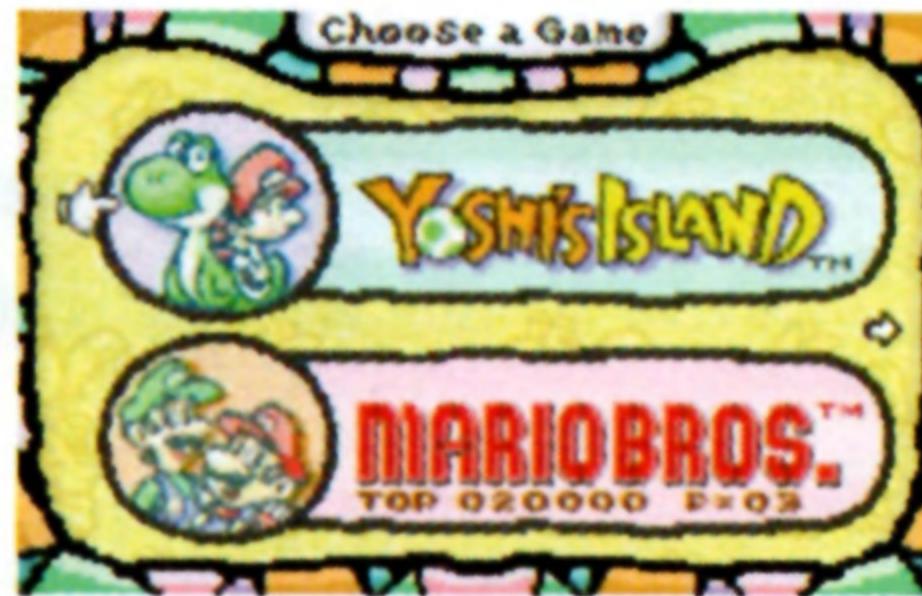
1

Playing with One Player



- Insert the Game Pak into your Game Boy Advance game system and turn the Power Switch ON. Select Single Player on the title screen and Press START to move to the game select screen. Select Mario Bros., then press the A Button or START to confirm your choice.
- Bump the enemies from below to tip them over. Once they've been flipped, kick them off the screen and out of the game. Defeat all of the enemies to clear that level.

START



Single Player
Multiplayer

YOSHI'S ISLAND™ SUPER MARIO ADVANCE 3

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Player 1/START



Playing with Two to Four Players

Player 1

(The player with the small, purple connector inserted into his or her game system)

- Insert the Game Pak into the Game Boy Advance and turn the Power Switch ON.
- Select Multiplayer and press START.
- Press START on the title screen to move to the game select screen. Select Classic, and then press the A Button or START to confirm.
- A different-colored Mario appears for each player on the title screen. Press START to begin the game.

Other Players

- Turn all Power Switches ON and select Multiplayer.
- Once player one presses START, each player's Mario appears on his or her game screen. The Mario you see is the color of the Mario you will control in-game.

When playing with two or more players, cooperation is important to clear the stages.

- This game requires multiple Game Paks. When playing with two or more players, you will need one Game Pak per player. You can also use Super Mario Advance and Super Mario World: Super Mario Advance 2 Game Paks.

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